

ZAT

ISSUE 4 SEPT/OCT 60p

Our first SAM game review

D.O.E.!
[?]



MATT BIELEY
TALKS



LETTERS

with **MAC**

Welcome to 'Letters with Mac', which this issue really should be called 'letters with Dave' since my fellow editor is busily engaged in important matters (i.e. decorating his lovely homestead), and as a kind gesture, I volunteered to stand in his place for this issue. But enough of that, lets plunge into this issue's mail, beginning with a letter from a veritable GIAR in the Computer Mag biz!

Thanks for sending me issue two of ZAI, I really enjoyed reading it and I hope you saw the plug I gave it in the Express Speedy column a month or so back. Look forward to issue three! „Keep up the good work with the mag and I look forward to hearing from you as soon as possible.
Yours Sincerely, ROBIN ALWAY. NOW COMPUSER EXPRESS.

On behalf of Dave, and the rest of the 'Z-Team', we thank Robin deeply from the bottom of our hearts for his kind letter. You will be pleased to know that Robin will hopefully give us an interview to appear in a future issue. How as for that next plug...

Dear Sir:
Re 'Advanced ZAI Programming', could you explain the significance of the word (or term) ZAI, and the programming to which it refers.
Yours Sincerely, JACK GIBSON.

Well for a reply, I had to ask my old pal David to come down to the letter's office to handle this personally, after all it was he who thought up the title in the first place! Over to you Dave! To put it basically, the "ZAI" is a pun on the Z80 processor chip, present in all Spectrum computers (also, of course, in the SAM), which as any programmer will tell you, is

the chippe that is at the heart of the computer which runs the computer's programs. (Which is where the programming bit comes in).

As for "Advanced", well this isn't the first feature I've done, in fact I did one some two years ago, which sadly never got past issue one. This one, is certainly much better than the old one!

But going onto the new logo, and title, I and my cohorts felt that it was too much of a mouthful, and that readers were confused by what it meant, so as of now, we've changed it to the shorter 'ZAI', which is more catchy. Please write in to express what you think of the new name, and logo. I and my teamates are always eager to hear from you out there!

Thanks for your time Dave, but I think you better get back to the attic, as I think I can hear the phone ringing. (It's probably that magazine asking for adverts again!) Well, that's it for this issue. But before I go, please note that this is now the permanent place for the old letter's page, so now more than ever, this is the chance to see your name in print. Hopefully Mac will be back next time, so until then please do write with your comments, as we're always eager to hear from you. (Hasn't that line been already used?). Bye!

AD RATES

We have a regular readers classified section, catering for: FOR SALE, WANTED, UNDER 10, PEN-PALS, NOTICES, EVENTS, MESSAGES, ETC.

Charges are 50p, for up to 30 words.

Make Postal Orders/Cheques payable to: ZAI (Programming).

Send to - 'ZAI', PO BOX 488, THRODALE, TELFORD, SHROPS. TF7 4SU

Trade Ads prices on request. Any ads printed, as long as piracy is not encouraged.



Life on the hard shoulder, or,
The not so fast lane.

Hello there readers! Martin here again with my mix of ideas and opinions.

Thank it's a great pity that some suppliers of software can't or won't spot the difference between Public Domain and Shareware software. It is also a pity that some computer magazines continually allow some of their advertisers to get away with telling their readers. Well, lets face it, advertisers spend thousands; individual users only pay the cover price of the magazine!

Incidentally, how would you feel about the idea of ZAT setting up a PD Library for the spectrum, Sam and Commodore 64 computers? We feel that amongst our readers there exist some programmers of considerable ability. So how about it? If you think the idea of a PD library is a worthy consideration, then please drop me a line. If we get enough positive replies, then this idea will definitely become a worthy asset to ZAT, and it's readers.

Such brings me on to another point. I am challenging you with a CHALLENGE! I want you to design a game capable of running on my old Spectrum 128 (real as in Uncle Clive produced, not an A.S. bodge job!) only I don't want a game as such, but a program which I could explore and perhaps interact with. A program which would perhaps be a combination of Arcade game, but not involve shoot-outs, or Adventure game but which would not have any complex puzzles to solve.

You might think I don't know what I want and you may well be right. The closest thing is Little Computer People; you know, the one with the little chap in the computer, but that's about 20% of what I want.

Please send the programs in to the usual address, on tape, but please use a padded envelope! It will be interesting to see exactly what we get. Perhaps we could produce a compilation cassette of the best entries. Well, that's about it, but let me pose you that the FAS! organization poses a threat to the future of the computer industry, and I would very much like your opinions on this subject. Any discussions, 500 words or so, SEND THEM IN TO ME PLEASE! (Mark your envelope SOAPBOX)

CLASSIFIEDS

WANTED

ADVENTURE CALLED SEATTLE-QUEST
INFORMATION TO: FORBID SOUTH, BOX 21,
MATAURA NEW ZEALAND.
UTILITY 'THE WRITER' 40K OR 120K
VERSIONS (TAPE ONLY APPLY TO
D LEBBURY, ZAT ADDRESS.

WANTED GAME "MR HUMPHY" CONTACT
J BLACKBURN VIA ZAT ADDRESS.

FOR SALE

ONE TASC TELESCOPE, 320X60 MM,
COMES WITH LENSES, BOOKLETS AND
TRIPOD, IN ORIGINAL BOX.
BLACK & WHITE TV, PORTABLE, GOOD
WORKING ORDER, NEEDS NOW ON/OFF
SWITCH, CONTACT WITH OFFERS
G, BLACKBURN VIA ZAT ADDRESS.

MESSAGES

WHERE ARE THE FRACILE FARM OR ANY
FRACTAL DISCIPLE/+D OR SANDISK
ENTHUSIASTS? CONTACT FORBID SOUTH, BOX
21, MATAURA, NEW ZEALAND.



INTERVIEW with.. **MATT BIELBY** (Part 1)

(Please note: Due to the length of this taped interview, some of the questions & answers have been edited for length. However, the original meaning is unchanged.)

What is your name?
Matt Bielby

When were you born?
Well I was born in 1965, in November, so that makes me 24, or

Are you married or single?
I'm single

What hobbies or interests have you got?
That's quite a hard one! Lots of things, but what?

I'm into comics, I'm into magazines, I'm into reading, I'm into cars quite a lot, I'm into books, I'm into writing, I'm into music, I'm into some music, films I like.

What else do I like? Wind surfing - that's sort of sailing as well. Don't know really, I like quite a lot of things!

What sort of comics do you like?

I like Frank Miller, I like Alan Moore, I like most of the British comic people. We tend to use a lot of comic artists for the covers of *Your Sinslayer*, and it's quite fun talking to them. There's people like Glen Fabry, who is an artist we've used quite a lot lately - he comes down to see us, the last time he came down here, he got into a fight in a pub in Bath which was quite embarrassing!



I like quite a lot of comics really.

What do you think of our own strip, *Sentinel*?
I thought that had a lot of potential. I've not read it as such, I didn't read the story particularly but I looked at the pictures. I was quite impressed. I think the artist could go quite a long way. He reminds me a bit of Jim Gibson, people like that in his style.

What are you likes and dislikes?

What do I dislike the most? I don't like hangovers, I don't like very high buildings and getting stuck up trees and things like that. I don't like - I don't know really, I don't like lots of things.

What is your most embarrassing moment?

My most embarrassing moment? Oh my god! Well, my most embarrassing moment, I'm not going to tell you! I'll have to think of about my fifteen most embarrassing moment which is about as much as I'm willing to admit to - but what can it be?

Let's come back to that one, I'll try and think of it!

What was your most pleasant experience?

I'm not telling you that one either!

Your favourite and least favourite foods?

Oh God! Least favourite food was what I saw this morning when I woke up and I saw the chicken that I'd eaten last night and the remainder on the plate and I thought that looked so revolting that I don't know how I could have eaten it! The most favourite food - I like curries, I like Indian, I like Italian food. I like Broccoli a lot!

What are your most and least favourite television programmes?

That would have to be "Trapdoor", which I watched this morning just before I came down here, I also like "Baywatch". I like the sort of really crap programmes, I like programmes with lush is - like Jacques Cousteau sort of programmes, under water programmes and I like lots of the top big drama things like "Broadsheet Revised" and "The Edge of Darkness", that sort of thing. I like comedy things like "Blackadder" and stuff, and I like lots of things.

Least favourite would be "That's my dog", although I quite like that as well really! (Is that still running? D.L.)

What are your most and least favourite films and books?

Oh my God! I have lots of favourite books. I like "Worse the Best" a lot, and I like books by an American author called Thomas Pynchon that I like a lot. I quite like Raymond Chandler, I quite like "The Once and Future King" by T. E. White. I like lots of books. Films, I like "Lawrence of Arabia" as my favourite film.

Who is your most and least admired person?

Most and least admired? Oh my God! What, in computer industry, or just in life in general?

Both if you liked

In the computer games industry, I have a quite lot of favourite people I have a lot of favourite people that I just like because they are friendly and nice. There's some of the P.R. [Public Relations-Dept] people are very nice to me and some of the programmers also, and the people that run the companies. But I couldn't really choose one particularly, it's quite a friendly industry. I like a lot of people. And I dislike a few people I've met as well! But I don't think it would be very polite to say who they are! In life, I don't really here worship people very much. There's lots of writers I like, people like that.

How did you start your magazine career?

I got a job on Computer & Video Games at the beginning of 1988, it was advertised in the Guardian and I'd left university and was just mucking around really. I applied for that, went for an interview and luckily got the job! The interview was with a chap called Eugene Lacy, who was the editor of the magazine at the time, I worked there for about 8-9 months. I was approached by Teresa Maughn, who was the editor of "Your Sinclair" at the time, because a guy called Kitran Brendan, a bit complicated this, had left and gone to work on "The One", when that was launched. He was the editor, so I became the new Deputy Editor of "Your Sinclair" and then when Teresa got promoted to publisher, about 4-5 months later, I became the editor. So, it was a fairly painless route really! (Teresa is now working on "Zero") "Zero" was initially intended to be a sort of "Your Sinclair" for 16 bit computers and it's sort of gone the other direction now, but it's still probably the magazine that I think is closest to "Your Sinclair" out of all the computer magazines.



CLOUD 99 (LINDA WRIGHT)

Jack Frost has been messing about with the weather. Your mission is to explore the weather city, in the clouds, and to attempt to right Jack's wrongs.

What a hectic month this been for me, as I write this column in August.

I've only just got over the effects of too much sun, in too short a time. (I've not sunbathing again, for quite a while!) Not to mention all the rushing up around 'Scrapshire I've had to do for: umpteen secret meetings with David and the others about future projects, meeting our new technical staff writer and fussing over minor little details! (Malcolm & Darren, can be rather over perfect at times!)

Anyway, I found time to relax and to finally load up a tape that has been sent to me by John Wilson (Zenobi Software). This tape is the compilation - "The Best of the Indies" - a set of 6 games that have been endorsed by the one & only, Mike (the bearded one) Gerrard. These games were previously available for round about a two to three pound apiece, whereas this tape is a mere four pounds.

Here is a quick rundown, & review of the contents...

DOUBLE AGENT (TARTAN SOFTWARE)

This game casts you in the role of two agents, whose mission to collect samples from an alien planet, captured by alien rebels, has gone wrong. Their torture has rendered them only capable of understanding simple commands. One agent is strong, but intellectually lacking - the other, the opposite.

Your mission, is to return with samples, and particularly, a crystal which is poisoning the planet.

Comments

A very unusual game, that certainly requires a lot of thought! Not an easy game, but worth persevering with.

Comments

A nice, simple idea. The game is deceptively easy to start with, that was the mistake I made! It does need a great deal of logical thought, although the early stages are quite straight-forward!

LABOURS OF HERCULES (TERRY TAYLOR)

Travel back in time to the days of Greek legends. Here, you play Hercules - who, to atone for his murder of his family (although he was tricked into it), must solve 12 difficult tasks.

Comments

I can't say too much on this game. I couldn't get far enough! My Greek mythology just isn't good enough! However, this is a well researched game, with a novel plot idea.

DOMES OF SHA (PIVOT SOFTWARE)

Set on the dying planet of Olaxus; as one of the tribe of Sha, your quest is to find a way out of the enclosed valley in which you live and to discover the remedy of the "cold fear".

Comments

A rather straight-forward adventure, in the classical style, which sets you a rather tricky task! Nice usage of "PSI" Characters (Pseudo Intelligence) in this "PAA"ed game which should take a while to overcome.

The Secret of Little Haddonage (ZENOBIS)

You have been been bequeathed a small cottage in the quaint village of Little Haddonage. Sounds nice, except that the village has been enveloped in a veil of evil! You must seek the only man who has the means to lift the curse from the village.

Comments

I have a terrible confession to make



ARCADE ALLEY

about this game, I became stuck in the first few localities!! However, I rate this game highly (from what I have seen) and recommend it to more advanced players.

Retarded Creatures & Caverns (ZENODI)

Guide Algernon the Boggit, in his quest through the realms of Retarded Creatures & Caverns in search of great wealth, untold riches and more important - a good meal!

Comments:

This game is a follow-up to Zenobi's "Bulbo" stories - except this time, Bulbo has decided to chicken out of the quest, and send his friend instead!

A standard Zenobi humorous adventure, easing with atmosphere and problems! Recommended for Role-Players, if they like their hobby sent up.

All in all, I can totally recommend this collection for my keen adventure player. Particularly as it has something for most tastes. To get this collection, contact John Wilson, at Zenobi Software for details, at this address:

26 Spotted Tops

Outgate

Rochdale

Lancs. OL12 7RX

and don't forget to mention ZATI!

Just a brief word about Engine Software. It seems that they have gained the rights, from the Blyden Estate, for an exclusive - SAM only adventure, based on the "Famous Five" stories! Could be interesting!

I hope to review this in time for next issue.

Till next time,

A.V.

Welcome to arcade alley, where we will bring the latest (& not so latest!) hints for all your games. We won't touch adventures in this column - Andrew can deal with them in "Mind Games".

Here's a few tips, mainly from one of our new contributors - Joseph Crawford.

Increase Injured Dizzy

On the title screen, hold down P, Q and A, and without releasing the others, press ENTER. When the game starts, let go, wait a mo, and press C. This will turn Dizzy invisible!

Pressing Z moves a screen to the left. X moves to the right.

Pressing SPACE restores Dizzy to norm.

[Tip posted by Garren!]

Karl Marxley

Whilst on the loading screen with tune still playing, type in one key at a time, "PETELIVES". This gives you infinite lives! (and if I remember, you need them!)

Into the Eagle's Nest

Obtain a high score, then type one of the following:

DAS CH (infinite lives), DAS AME (no enemies), DAS MAP (displays map), MAP OFF (not sure what this does!).

Street Hussy

When in the middle of your death kicking(s), hold down L. You are asked if you wish to skip level(s) or not. Press N to return to where you left off - with more energy and lives.

Joe Blade

Not sure which one, possibly the first. 128k owners hold down keys ANDY on the selection screen. Not lives, but interesting anyway! (tip supplied by David)

New Zealand Story

Type in "PUFFY" & "PHILIP" on start-up screen. A lot closer than the Amiga cheat mode trigger!



PLAYPEN

Addict Championship Football, Ocean, £9.99
- £28k Only!

It's hardly surprising, due to World Cup fever, that this year's games market will be flooded by football games. This game, one of 18 to be released in the next few months, is pretty good, although time will determine, after the other 17 have been released, which one ultimately becomes the No. 1 best seller. The scenario is straight-forward: the 24 best world teams

battling it out to claim the title of "Champion of the World". After choosing your team, the computer selects the draw, determining which four teams you have to play. If you survive, you go through the finals until, hopefully, you

reach the final, and then the extra battle. The graphics are excellent, showing an overhead view of the field, and unlike Cyberball, the two teams are better defined (the opposition are mostly black and both set of sprites stand out well against the green background). Players kick the ball in whatever direction you choose; kick and sprinting power is also controlled by you. The game rules are standard; any misplay or foul is quickly dealt with by the referee (who for a sprite has a very big nose indeed). You have the option to save the game to tape/disc, if the need arises. The speed of the game depends upon your reflexes, although if you play the computer, you do need to act swiftly, as it's very devious with its gameplay.

The game isn't original: there have been endless football games, but this is one of



reach the grand final. The majority of the game is menu driven (like Cyberball), enabling you to choose not just your team, but cubers for notebooks to check for results, football and boots to see who won the toss, pitch diagrams to change the formation of your team (there's a varied selection to cope with many strategies to win over your opponent(s), and options to define control, length of game and whether you wish to listen to the very stylish, catchy piece of electronic foxy music.

Before the game there is the traditional

the best that I've seen, and that's from someone who quite heavily loathes football (I prefer the American type). If you're lucky, you may catch the accompanying copy of New Orders's official England song 'World in Motion'. Frankly after hearing my little bro singing it endlessly through the cup matches, I liked it a lot (but my singing of it has a lot to be desired).

RATINGS:

DAVEEN 78% JAMIE 72%

THE SONG 80%

Defenders of The Earth - Enigma Variations,
Contact Enigma, (0423) 501595, for
details.

Well, its here at last! The first real
SAM game!

But what, do I hear you say, is it all
about?

For those of you (like myself), who
have seen the "Defenders" cartoon on
Saturday mornings on BBC1
(unfortunately now replaced with these
bottles!) it is easy to explain.
However, for those who haven't, here
is a quick run down on who the
"Defenders" characters are:

Flash Gordon: The leader and founder of
the team. He founded it after his
arch-enemy "Ming the Merciless"
decided to take a stone to ruling
Earth. "Flash" is a top class pilot, and
born leader.

Mandrake the Magician: One of (if not
the) most powerful magicians in the
world. His abilities are useful when it
comes to creating illusions &
disguises.

Lithar: Very strong and rather clever
when it comes to electronic gadgetry.
Trained in commando styled tactics.
Err... thats about it!

The Phantom: Lord of the jungle.
Extremely agile, he can call on the
strength of 30 tigers, when needed. His
family has kept watch in the jungle
for over 500 years. (Note: the Phantom
featured in the series, is the 27th
incarnation of this character. Not alot
of people know that! (unless you have
read these last credits at the end of
the cartoon.))

Zuffy: A small cuddly blue alien,
(actually, a Zuffard) rescued by one of
the "Defenders" children, from "Ming's"
home world.

And of course, Flash's & Lithar's
son's, the Phantom's daughter, and
Mandrake's young charge.

That's enough of the characters, what's
the idea behind the game?

Well, the story goes like this: the
"Defender's" children have been taken
prisoner by "Ming", and are held in his
"Fortress of Evil".

His ransom? The "Defenders" to
surrender to him. Naturally enough,
they don't want to!

Flash, decides to go alone, into Ming's
fortress, to rescue the children. He has
to deal with numerous robots, "Ming's"
gigantic robot/computer "Octon",
"Monger" his pet serpent and finally old
green-face "Ming" himself.

He is not completely defenceless
though. He can call on the others, to
open doors, jump chasms, deactivate
security systems etc. when he can't
eat past them. Their computer, "Dynac
X" (made from the personality of
Flash's wife) selects the most suitable
"Defender" for each task, and teleports
them to his aid.

Right, so that's the story out of the
way. What is the actual game like?

"Defenders" is strikingly similar in
styling to Raffles Cecco's early game,
"Exolon" (although that in itself is no
bad thing), and this similarity seems
to include Cecco's own devious style!

"Defenders", is a straight-forward "Top
screen" arcade game, with very well
drawn backgrounds, which are based on
a medieval castle, but combined with
futuristic overtones - computer
consoles, robot soldiers, laser cannons
etc.

"Flash", himself, is a rather colourful
sprite, which has been well designed,
as have his many foes. Although some
of the sprites (especially "Flash") lack
slightly when it comes to animation.

All of this is more than made up, by
the characters of "Octon" & "Monger".
These massive sprites have got to be
seen to be believed! They must be the
biggest sprites I have seen since "Dark
Spectre".

The game play is fast and smooth, and
I recommend you not to hang around in

one place for too long, as you are liable to be under attack from large numbers of assorted robots!

Control wise, Enigma seems to have forgotten about SAM's joystick port! This is a shame, as the game needs fast movement most of the time. The arrow keys have been set to the sensible Q,W,E & SPACE arrangement. Sound wise, the theme music (from the cartoon) is pretty good. It is better than most music I have heard on the Speccy 128k, although I suspect, that SAM can do much better! The in-game

graphics - maybe not rivalling, but close in quality to the 16 bit versions, and with possibly the best game play of most of the versions! Although, I believe, this game is worth any SAM owner buying, I have only one real mean about it! With all the 'Defenders' characters, and with all their powers and abilities, couldn't they have done more than just open doors etc. for Flash Gordon?

Ignoring my moans, 'Defenders' is, overall, almost worthy of the honour of being the first major SAM title. More to the point, it gives an idea of what SAM can manage compared to other machines. If other titles build on this, SAM can look forward to some pretty good games! I look forward to Enigma's latest shoot-'em-up! Overall rating 89%



FX are more explosions, bangs etc. Although these are good, the lack of a nice in-game tune is a shame.

Even with all the negative and positive points taken into account, I believe, that this game is an improvement from the Speccy version, with





CHIP-SHOP

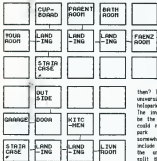
by andrew wilson

& matthew holt

Adventure programming with PAW & GAC - PT.4

Well, although I had a few replies to my asking for you to send in maps, they were not quite what I wanted. So thank you to all that sent in maps, and I hope you enjoy your little gifts!

cross town, it means that there is much fewer connections between locations. Although, if you look at the list in issue 3, there is no shortage of locations. The best thing to do, is to



look again at the list, to see what is really needed and what can be dropped, completely! After all, this is only a sample adventure - so I have no need for locations to run into 3 figures! So, how do we treat the town

then? This list includes: bank, university, cafe, library & helipark.

The important locations would be the first 4 of these. (We could mention the helipark as part of a description, somewhere.) Perhaps we could include the library as part of the university? That would split the town into 3 areas,

Anyway, above, you should find the map for the corner of the friends house, & the area for the quarry on the next page. I have not bothered to include the full description of the areas, as it is self-explanatory.

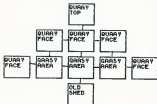
The town, is a little harder to map. Since I envisaged the design of town to

That really makes it easier to handle than the previous amount of areas!

FIG 1. MAP OF MIRROR OF FRIENDS HOUSE.

Identical to normal house, as you can see!

FIG 2. MAP OF QUARRY SITE.



Next issue, the concluding map, the city. Also starting from next issue, I will be starting on the programming of the adventure.

Don't forget, any problems either on SAM or the Spectrum, in basic or machine code, write in!
Till next time.
A.V.

CODE BREAKER

RST Commands - What are they?

Putting it simply, the RST commands are a set of simple Z80 instructions, which work on a similar basis to BASIC's GOTO & GO SUB commands, in the way that they jump directly to ROM routines.

Therefore, they enable machine code programs to activate specific routines in the ROM, which can save a great deal of trouble in creating your own programs, as some of the hard work is already done.

However, you are limited to a rather small range of values, for the RST instruction, I.E., RST 0, RST 8, RST 16, RST 24, RST 32, RST 40, RST 48 and RST 56.

These are used in the Spectrum ROM for the following purposes:

RST 0 - Re-starts computer (system reset)

RST 8 - Error. This passes an error number to the rom, which brings up one of the familiar error messages. Also used, in the case of the microdrive, to

page in the interface 1 ROM.

RST 16 - Print a character. As mentioned in issue 3, this will display a character on the current channel (normally the screen).

RST 24 - Get character from basic line, if appropriate.

RST 32 - Get next character from line.

RST 40 - Calculator reset. Allows access to ROM's mathematical routines.

RST 48 - Make BC space. Uses BC value to create blank space.

RST 56 - Maskable interrupt routine. Increases FRAMES value and scans keyboard.

On the SAM, most of the above are followed, presumably for compatibility reasons, except for:

RST 16 - expanded for extra SAM commands. Also, cursor left works correctly, unlike the Spectrum! (This is due to a ROM bug, which has never been corrected)

RST 48 - User RST. Jumps to address held in system variable "RST320V".

This rather nifty program, is for the SAM only. Although, hopefully, in future, we will cover both machines with listings.

Anyway, this program will enable you to plot 2 shapes on the screen, and to transform from one to the other! To do this, type in the number of points the shapes are to be built from, and then type in the co-ordinates for each shape.

```

10 SCREEN 1
20 CLOSE SCREEN 2
30 OPEN SCREEN 2,4
40 CLS
50 INPUT "no of points "n
60 DIM x(3,n),y(3,n)
70 FOR m=1 TO 2
80   CLS
90   FOR n=1 TO n
100    INPUT "shape "(s);" point "(j(n));" x:
        "y" y
110    IF m=1 THEN PLOT x,y
        ELSE DRAW TO x,y
120    LET x(3,n)=x(2,n)+y(1,n)/y
130    NEXT n
        NEXT s
140 INPUT "No. of frames "f
150 FOR m=1 TO f
160   LET x(1,m)=x(2,m)-x(1,m)/f,
        y(1,m)=y(2,m)-y(1,m)/f
170 NEXT m
180 FOR b=1 TO f
190   SCREEN (b MOD 2)+1
200   DISPLAY 2-(b MOD 2)
210   CLS
220   FOR m=1 TO n
230    LET x(1,m)=x(1,m)+x(3,m),
        y(1,m)=y(1,m)+y(3,m)
240    IF m=1 THEN PLOT x(1,m),y(1,m)
        ELSE DRAW TO x(1,m),y(1,m)
250   NEXT m
260   DRAW TO x(1,1),y(1,1)
270   DISPLAY
280   PAUSE 1
290 NEXT b

```

You may find graph paper handy for this!

An additional project could be for features such as screen designer (rather than using co-ordinates), saving & loading facilities, coloured lines & even to alternate between 2 shapes continuously!

Send in your programs & I will give a prize to the best ideas!

Just a final note, I intended to review the latest version of Steve Nething's SC_Assembler this issue. However, he contacted us to halt the review, as he had upgraded it further to utilise the new SAM ROM. If you wish to contact Steve, write to: Steve's Software, 7 Narrow Close, Histon, Cambridge. CB4 4XX. Materially, mention who sent you!

Incidentally, on the subject of the new ROM, we will be reviewing the upgrade next time. It is so simple, that even David could do it!

We should also be reviewing "SpecMaker", the rival program to L&RM's "SpecLaps2".

We should even have a review, of the SAM Communications interface. So there is plenty of goodies for SAM owners!

If any Spectrum owners, or programmers, want me to review any product - please contact me, or this column will become rather SAM biased!

A.V.

For the 1990s, there have been only three other times when the number of deaths has been as high as in 1992. The 1992 epidemic was the worst in the history of the United States.

It is important that all students develop a positive attitude towards their own learning. This is best done by encouraging them to be self-directed in their learning. This can be achieved by giving them the opportunity to choose their own topics, to set their own goals, and to evaluate their own progress. This can be done by giving them the opportunity to choose their own topics, to set their own goals, and to evaluate their own progress. This can be done by giving them the opportunity to choose their own topics, to set their own goals, and to evaluate their own progress.



The following e-mailed by I hope you will find very interesting. Gidon Tsamir, 30th degree master Mason, who brought me into masonry in 1978-80 with great enthusiasm, claiming to assist, and direct your international and secret missions that we have lately observed. ☺



"We participated in the Apartheid 400-m and 1,000-m races in 1980 against white runners in South Africa. That was an incredible demonstration of African resources, especially that of Enoch G. Masingi. Many factors led to great events intended to humiliate. Goodness knows how that runner was made, was he not a slave?"



for helping us grow relations with members of the academic community and inspiring the feelings of many. Especially, we support Çetin Çuruk, a prime candidate for governor in this year's election whose reforms and political work have made a mark on the hearts of the people.



Within a year, Marshall installed his vision and promises in sweeping succession, leading exploration of Lybrate to starting America's own marketing system. The entire process cost him three more individuals who shared his view. However, with increasing discomfort and cost, he had to find a way to continue.



Most Floridians thought the concentration was part of some left-handed conspiracy, and the land was free to go growing commercial lawsuits that have placed it significantly outside of human problems that struggle to achieve that "left-handed" was (possibly) being avoided. Under the same strategy, land is protected and the state is (personally) land on others to put for. (Laws, millions in the state, people.)



The copyright expired the periods of 10 years in that case before the rules were drafted. The final version was revised to double it. (17 USC 102(c)(2))



revenue. But both Kennedy and Kefauver thought that the government was obliged to pay out money to a "qualified" person.



As for younger Queers, you'd find that often college kids decided to go to school even if it meant going against the law. Of course, I tried to go through official channels, your registration as a student was a prerequisite to try and negotiate with the Registrar, confirmed that. But sometimes, people must be contacted with force. *BT*





COMIC KIOSK..

by Dennis Blackburn

Marvel's most prominent hero has been Spider-Man. The web spinner has always been popular; depicting an ordinary teenager Peter Parker, who considered himself a failure, except in the eyes of his Uncle Ben & Aunt May. But then occurred the day he was bitten by a radioactive spider & his life altered dramatically! As Spider-Man, he first became a TV celebrity, but after a burglar murdered his Uncle Ben (whom he could've stopped, but didn't) his destiny & responsibility as a hero came to the fore.

His battles with villains like Doctor Octopus & the Kingpin; his constant persecution by Daily Bugle owner J. Jonah Jameson firstly featured in his "Amazing Spider-Man" title. As his popularity grew, so did the number of books that he appeared in. Up until July this year, Spidey had 4 books to his credit (Amazing, Spectacular, Web of & Marvel Tales), plus guest appearances in most Marvel titles. I said until July, because as of August, the 5th Spider title arrived on the scene called simply "Spider-Man" (what else?).

It's written & drawn by Todd McFarlane, whose just finished a 3 year stint on the "Amazing" title. Why another Spider title? Well WHY NOT! A cryptic answer indeed, but whether the comic readers accept the book or it's getting to the point of over-kill for the Web Spinner remains to be seen. This is Todd's 1st book that he's written, and his style is similar to Frank Miller's as his story relies more on visuals than the written word. His 1st story, featuring the Lizard, is both atmospheric, horrific & is good for a first attempt. Issue #1 was titled "A Collector's Item"; if the series in months to come doesn't become a showpiece for

any comic collection, I'll be surprised indeed as this book is truly amazing. Spiderman is one of the heroes of the 90's titles coming out this year. Another one, features a brand new Super Hero team The New Warriors. What makes this team special, is that all the members, are below age 20, gifted with powers, trying to uphold justice as they "perceive" it, which can lead the team not just battling villains, but the ethics of the established super heroes! It's their views that are foremost expressed, as writer Fabian Nicieza wants to show that teenagers do have opinions & solutions (not all good ones!) that need to be expressed in the world today. The team's origin, is linked to the character, "Night Brother" whose parents were killed & has been "brought up by his guardians: Chord & Tai. They trained him to fight crime, but against such a force, one person is not always enough. So he recruits a team. First is Nova, (Richard Rider, a character I like a lot, who I missed when he was placed in limbo in the 70's. His revival is featured in the first issue.), next is Memorix, the Sub-Mariner's cousin, FireStar (Who featured in the cartoon "Spider-Man & his Amazing Friends"), Marvelboy & lastly, the latest teen-hero, the over-bouncy "SpeedBall".

Artwork is by Mark Bagley, who since winning Marvel's "try-it-out" contest, has become one of Marvel's best young talents & this is his first regular title. With regular appearances by many heroes, including even the Punisher (Not Dolph Lundgren!), new creations like Palomax, this is going to be a book to keep an eye on!

Coming up in the next few Comic Kiosks, I'll be concentrating on what heroes are going to jump from the comic book, to the silver screen. Also, I'll be giving a few addresses of comic shops, to find those elusive back issues. Lastly, I've just completed a feature on comic characters transferred to games. So, as you can see, there's a lot to keep you occupied in the month's ahead.

See you.



NEWS FLASHES

SAM speaks out!

HUG ALPHA ELECTRONICS, one of the 'lean SAM' members, have just released details of their speech interface for SAM. This offers the ability to pronounce almost any word, using allophonic speech, with the sound output through the TV or usual hi fi set for when is the time and all the necessary software etc is needed (having seen, let rather heard) a demo, I can assure that it is a simple to use quite powerful interface.

This device at a mere 24 pounds & 50 pence, available from:- Hug Alpha Electronics, Park, Morriston, Swansea SA6 6UL or telephone (07942) 3106x5. Tell them who sent you!

Games galore!

Enigma Variations - the software arm of lean SAM have quite a range of titles on the launchers block.

Not only is their 'Famous Five' adventure due out any day but they also have a rather interesting platform game 'SAM strikes out' (joining the SAM robot and the computer) which is part of a 2 game pack.

Swampy close to Enigma have revealed that they hope to be converting a number of existing Spectrum titles, such as their arcade - 'PuzzleMan' (the popular puzzle game), 'Escape from the Planet of the Robot Monkeys' (3D arcade game), 'Ran' (the popular letter chase) and the ever popular 'Royal Pursuit'.

All (other) titles? What about 'Laird's Master & Hand Over'? They could do with SAM-speed!

Contact Enigma on 01424 614154x.

The chopper strikes!

It seems that the popular weekly magazine 'New Computer Express' has

decided to close down on the less popular machines to increase their coverage of the more popular ones. This means scrapping the columns for BBC, MSX, FLM II & SAM.

SAM owners can have a tick of relief, as it seems that Hogg's Alley, who writes/whole both the SAM & Spectrum columns, will cover both machines in his Spectrum column.

Why did they drop the book though? Although I hate the thing, there are a lot around!

Announcement

If you have any friends who you think may be interested in ZAI, then tell them to send us 20p stamp (why? Well, we are bringing out a sample issue so, if anyone wants to try before they buy, they can send for our sample issue).

Everybody needs good ...

Amigaowners, that programme you either love or hate, is being made into a game! Shock horror!

This is due to be released by Zappala's new full-price label, and as it should appear in the Spectrum at the end of October (or thereabouts).

Plug time

Just enough time to get another quick plug in for P&L Electronics: their speedy SAM repair service has news that this page could be finished in time. (We printer interface needed (being) will have an a call on 04524 295048).

On the subject of printer interfaces, give Bob Brechner a call on 04524-231440 to get details on Format's 15 pin dot SAM printer interface. At 9.99, tell him who sent you.

Turtle power?

Due to the current 1989-1990 information on these half-shell beasts, we are going turtle-neck and slow.

Format's (?) service will be resumed in the new year!

**THE BANE OF THE PC
EXTRAVAGANZA
The Final Part...?
By D.Blackburn, M.Sesby
& D.Ledbury**

Ian saw a merchant selling second mixers for the CoEXI&S, very cheaply too. He desperately needed one, so without further ado, he dashed over to the stall, and joined the long queue. Minutes later, he returned (looking very proud), to his fellow adventurer, carrying a parcel with a card attached to it which read "DO NOT OPEN UNTIL YOU GET HOME", written in marker pen. He put the parcel in one of his many pockets, and the two chums continued their search for David.

Passing through a tunnel lined with TV monitors, replaying scenes from a movie that featured a man who thought he was a bat, Darren suddenly gave a shout of joy and pointed to his right, for there sitting on a box with STAR LC 30 written on over it was David, drinking a can of Axl's milk. Running over to him, they found that he was alive as well except that for an unknown reason he wasn't able to try anything which was most odd for him considering that David in one of life's chatterboxes, (perhaps it was the Axl's milk). After their reunion, they continued their walk, surrounded by happy pilgrims with grins on their faces, carrying parcels and freebies, their quests completed. But for our merry trio, fate yet again threw a wobbly: the third commandment was broken!

"THOU SHALT BEWARE OF STRANGE GIFTS, ESPECIALLY THOSE WHO GIVE THEM FOR FREE"

It wasn't Darren's fault he broke the third sacred rule, but then it happened so quickly. He had decided to take the lead, and at the time they were in a shady alley behind the YS stand, when suddenly a goblin in a blond wig rushed out of the gloom, walloped Darren to the ground, stuck a pamphlet in his mouth, stuck a badge on his coat, said in an American accent, "Have a nice day!", and vanished, all in the space of a mage-second! This event had an odd effect on Darren, because suddenly before his two friends, he went

invisible! Now at first he thought being invisible had it's advantages; like taking all the chocolate cookies from the pastry without being caught, or going into the showers of the local Women's rugby team after a day's practice (Naughty, naughty! Why couldn't it had been me? other CO). But how would he comb his hair in the morning? Or see his pretty face in the mirror? Deciding that invisibility was a liability, he caught hold of the badge and removed it, and this returned him to visibility. Looking at the badge, it turned out that it was cursed, and made by a collection of zombies, whose way of making fun on others was by turning people into nothings. On the other hand, their mag looked very good indeed, and so he promised himself to have a copy from their stash if time allowed.

But time had passed away at fleeting speed, for the last day of the extravaganza was drawing to a close. The majority of the merchants had begun to pack up, some even resorting to give away their unwanted stock for free. A steady rain of pilgrims were heading home, tramping through a sea of discarded leaflets and brochures. Out of the shadows, dark suited figures had appeared: gawd-pickers, collecting the share for the mysterious organisers from the merchants. Some of the merchants had tried to flee without paying, their rash act punished by being blasted by the gatherer's gauge-gun, and turned into puddles of gloopy ooze that resembled ar wee. As our three adventurers left, they heard a soft sigh. Turning, they saw the wise old man, with the carved tablet under his left arm, walking into the gathering rust. And didn't he have a gleam in his eyes, as if he knew something terrible was going to happen to the trio, or was it just a trick of the light?? At the time none of the three were certain. It was only when they got home that terror touched their souls (BT this is supposed to be a humorous, silly story, not a rip off of a Steven King monologue!! Ed), and the the bane of the extravaganza finally came into being.

It was late when the wise man got to his cottage. As soon as he opened the door, a pungent smell filled his nostrils, making him cough. The cat had done a peeze over his best pair of slippers. Cursing, he found the furry menace, and kicked him out through the window. His meowing sounded like fast drivers on the nearby motorway. To add more trouble, his chicken dinner he'd left in the oven, had flared, leaving a noise had it had gone to find warmer lodgings. So making do with a pet needle, he settled down for the night, only to be interrupted by a scream coming from the depths of his crystal ball. Peering into it, he saw a young black haired lad, stamping up and down on a ripped parcel. But why was he so angry? He then recognised him as one of the three adventurers whom he'd seen at the coltravagers. The one whom he'd warned about breaking his four commandments, which due to their stupidity they had still broken. Each had broken one commandment, and for doing so, as he knew, now had to contend with his action by having the base placed upon him. For the fourth commandment did state: "THOU WHO BREAKS ANY OF THE THREE COMMANDMENTS SHALL HAVE THY WORSE SHARE, OR FEAR, PLACES UPON HIM, AND WILL NO NEXT TIME NOT TO BREAK HOUSE RULES!". Deciding that this would make more interesting viewing than watching Hogen with Johnathan Ross, he settled down to see what had happened to each of the trio: beginning with the one whom had brought a mysterious package...

Iah, now having got home, could open his parcel to see if his beloved mixer was inside. But to his horror, there was nothing inside except a box and another card, which read: "G'day clobber! Must admit you were a good sport to hand over your pennies, but since last year I ran outta nick, and I've got my chucks and wallabaloos to feed, and the old dragons to pay, I thought to myself 'Self, you've got no nick to ponder, and unless those taxes are paid, you're gonna end up with a bonnerrang up your billabong, so I've nothing to sell but nothing." So clobber, that's what you got. Nothing! Well: hope

you ain't going to get crook over this, between you an me, just find the nearest shells and sha's sure to make you forget this blive. So goodbye and so long!" signed Wyatt A. Plesker. This revelation didn't go down with Ian at all. He had had his most desired possession dangled in front of him, and taken away by some Ozite swindler who needed the cash desperately. Frustrated, he began to stamp up and down on the box, and his banging was so loud that the Neighbours thought he was mad for being forced to watch "Home and Away"...

Peering even deeper into the crystal ball, the old man saw another vision appear, showing a giggled haired youth opening the door of his room. What game would befall him? He watched, making peanuts naively as he did so.

David still couldn't talk, due to over-drinking Ard's milk. He was worried that his house seemed deserted, and cold. Leaving the box with the printer inside, in the hall, he crept through the house, yet jumped high into the air, hitting his head on the ceiling when the door behind him suddenly slammed shut. Then his skin got goose-pimples, as he heard a strange wailing noise, calling out his name. Then he felt a pair of hands touch him on his back, he spun around, and, there were his two darling sisters, Dracule and Frankenstein (A late worse than death! Exc Ed!) the sight of these 2 fiendish demons, caused a scream, that unfortunately caused a minor earth tremor throughout Shropshire.

Peering deeper (how much deeper can he see into this ball before he falls in? Ed), the old man saw the last adventurer had already settled down for the night, and was typing away on his Spectrum. What would befall him? He ripped his Dart Pen, and wasted.

Still with the memories of the adventure to the extravagance fresh in his mind, Darren had decided to write up the show report for ZAT. Deciding to be rather creative, he choose to make it into an adventure story, thus a being, account of the day's events. So he began to type away, letting his imagination run riot.

ON THE ROAD

David Anthony

Welcome to "On the Road". This terribly titled section is the answer to the problems how can an Executive Editor have an editorial, when one already exists? Well, this column is a sort of newswatch/comment/report type things, which I'll do on a regular basis. However, if you can think of a better name, then please send it in! I may even find a prize to award!

Anyway, I seem to have been doing a lot of travelling these last few months. First, down to the historic town of Bath, to meet the editor of Y.S.: Milt Birley, who was kind enough to give me a tour of Future's offices & then to give a long interview as a memento part of which you can read this issue. As well as that little visit, I have just returned from that haven of the insane & not so insane: The All Formats Computer Fair in London.

I was keen on going to this show, after hearing that Messrs Miles & Gordon were attending. No doubt you have heard of the reports of MGI's problems recently; some of these rather exaggerated, in the best traditions of British journalism. Well, I wanted to find the truth, from the horse's mouth (in a manner of speaking!).

After the obligatory 3 1/2 hour journey (which I won't go into) I arrived at Euston, jumped on the Victoria Line (which I jumped off quickly due to an electric shock!) and bore the cramped, stuffy conditions of the spring underground to Victoria. From there, my accurate sense of direction (Sir Dizzy! Here? I can find my way out of any maze!) took me straight to the Harty Hall.

This building, which resembles more the Liverpool Dock than Earls Court, at least allowed breathing space! I made my way straight up the side of the stands to where a one point show guide (for 16 A5 pages?) said SAM COMPUTERS LTD (better known as SAMCO) were located.

Before I got that far, I met Steve Nutting (of Steve's Software) at his stand. This was

the first time I had met Mr Nutting in the flesh, & I was rather pleased that he liked Andrew's review of his Sam Assembler, in issue 3. I then showed him a few routines that Matthew had given me, belonging to The Phasex Effect. (when it is finished!) His was slightly awkward since I didn't understand them! Steve was rather impressed, so they must have been good! He told me that he had re-released his excellent +0 Toolkit Disk, so if you have a +0, check out our review next time! He also added that due to a few minor quips on the new SAM ROM, he may have to produce a further update for his assembler. I do believe that he may have an additional program, as a freebie, on this version, but more about this next time. Before I moved on, he promised an interview for a future issue.

Next stop the Enigma Variations' stand. I couldn't get to the stand at first, as a group of kids were playing a loud, noisy game on an S1 or something. I was wrong as I kicked my way through the (now screaming) kids. It was apparent that they were playing the SAM game: Defenders of the Earth (Reviewed in this issue)

Honestly, if I was just buying the game on impressions alone (as opposed to buying the first full-priced SAM game for review purposes!) I still wouldn't have bought it! On the stand, Enigma were selling a few other SAM titles: Mindgames 1 (sounds familiar!) and Football Director 2. The programmer behind Defenders, Rob Holborn explained to me some of the complications involved in sprite movement & full screen scrolling/zoom? Yes, I didn't understand a word of it! (How I know how Garren feels, when Andrew & Matthew start talking!)

An Enigma spokesman said that they were working on an adventure for release soon, only available for SAM, a 'Pamox Five' story! This should be on sale by the time you read this. They also have a rather impressive sounding arcade-blasters coming up, in the same vein as Xenon. They also said that they were on the look-out for any good SAM titles & were talking to software houses about converting existing games, and new releases. I think I'll have to speak to them again, when our game is near to completion!

Finally moving around the stands, I caught up with the illusive Alan Miller, busy selling

SAM's and interfaces, I had a lengthy chat with him, where he explained that SAMCO would be concentrating on supplying the new SAM ROM & DOS, covering the repair warranties & helping develop new software & possibly new hardware. To do this, they have formed TEAM SAM. A group of independent people and companies co-operating to help the SAM. Anyway, you can contact them at 7 Clevedon Court, Uplands, Swansea, SA2 8RG.

You can also contact PBT (The firm behind SAM repairs, they may also do Spectrum repairs) by ringing 0639 885008. The man behind PBT, Paul Thomas, is a former MGI man, so he has a lot of experience with SAM and the interfaces. Miles and Gordon have also got a number: 0898 299380. This is the new SAM Hotline. Priced at 38p per min (25p down, to 10pm, so watch the bills!) Although at the moment, there is no definite buyer for MGI, it is not impossible that SAMCO could re-buy their own company eventually. I think I'd rather see Miles & Gordon at the helm of MGI than say, Alan Sager (No offence Al, but you're hardly Mr popular!)

On the subject of Mr Saccarine, have you heard of his latest computer range, the Amstrad PDS range? What he has done, is to take the CPC computers & give a fairly good console to them, so they can't use any additional console features! It's cheap, lucky, the colour schemes awful! he'll sell millions of the things!

Anyway, that was all at the August All Formats show, and I have only just returned, this morn't, from the September show. (I'm calling it a bit time with my copy time here!)

All I can add about this one, is that it was much more packed than August's, particularly the SAMCO stand, where I finally picked up a ROM upgrade pack. Also Miles & Bruce Gordon were rushed off their feet in business! Next door to them, Engine Variations, were showing off a rather interesting platform game "SAM strikes out", which we may even get a chance to look at next time (if it's finished!). I also picked up some information on a new disk based SAM feature, but more about this next time! Till next time,

D. LeBarry

FROM PAGE 25.

adding such things as trolls guarding the underground railway station, letting the editor interrupt the story, and coming up with the idea of having mystical commandments to show the dangers of mis-behaving at such a dignified event, and having the three of them being cursed by their worse fears. Now Ian and David's were easy to figure out, but his own, he just couldn't quite decide upon. Perhaps his tormenting brother, or having no Doctor Who to watch ever again could be used. But as he continued to write and write and write, it suddenly dawned on him that his particular fear had been chosen for him. As hard as he tried, he just couldn't stop writing couldn't stop to figure out a way to end his story. As the idea of writing forever binged into his brain, he wondered if his tale in years to come would be regarded as suitable material for a movie, perhaps the idea of making a bit a messy from that same thing could be...

Leaving the last adventurer to his fate, the old man unplugged his crystal ball, and shuffled to his bed. No doubt next year's extravaganzas would have other adventures breaking the rules, they too being cursed. The cat-flap opened, and the poor unfortunate cat came through hobbling, supported by crutches, followed by a mumbling chicken dinner that hadn't found alternative lodgings. The next year, as did every year, some unlucky fellows would have the bone placed upon them. He snored loudly as he slept, and outside the mist came down from the hills and the night became ever darker.

THE END [THANK GOD! ALL].

Wallpaper Strip *by scholes & db.*



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What's up next...?

Next issue Matt Bixby interview Pt.2, Plus 8 Hacker review and the blessed turtles 4 Plus all the usual stuff. Out second week in November. See you!

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